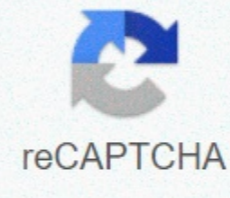




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## Clash of clans dragon

The dragon is one of many regular troops in clash of clan games. They recognize dragon forces all over the country. This fear of terror in the sky feels no mercy and nothing will escape from the fire shootout in its breath. Dragon's description is a flying pair unit and is able to attack both ground and air units. Unlike the Balloon, the Dragon is both arranged and deals splash damages, such as the Witch. Also unlike the Balloon Dragon do not target a specific building of attackers; it targets all that much closer. A dragon does short-range splash damage when it attacks. This can only be noticed when used against troops of Clan Castle and the walls. The violet dragon icon shown in Kazen are actually a Level 2 Dragon. Dragons are switched from green to violet after upgrading, matching its image to their barracks. Dragons are no preferred target when attacked; they will simply attack their nearest building. However, once they become aware of enemy troops Clan Castle, Hero or Skeleton Trap skeleton (either by being attacked themselves or being near another friendly troop under attack), they will leave buildings already targeting them and engaging enemy troops instead. Once all enemy troops nearby are defeated, they will continue to attack the nearest building in which they are now. The common tactic description of him a Dragon on a battlefield is here. Feature Barracks Level: 9 Preferred Target: Any, Terrain & Air Training Time: 30 Min Raid Type: Splash Room Space Area: 20 Atta Speed: 1.5 Sex Speed: 16 Range Attacks: 3 Title Improvement Level 1 Dragons have green skin with green eyes and black eyes. In level 2, dragon's skin turns from green to violet, matching his image in the barracks. His eyes also turn the color of elixir. At Level 3, the Dragon Skin changes again in dark-brown grayish waters. At level 4, the Dragon Skin turns a deep melting; as part of the update ad, Supercell refers to it as the new Dragon Ex Red. Her eyes also begin to flame out. At Level 5, the dragon finds gold horns near the back of his head and spikes on his back. Its wings are also getting bigger. Visual Difference (image swipe right and left) Damage Level for Each Damage Attack per Second / Space Damage Hit Points Training Cost Level Research Cost Research Time 120 110 140 7,1,1,1 900 25,000 – US/A - 240 160 8 2,100 29,000 5 2,000,000,000 7 days 3 270 180 9 2,300 0 33,000 6 3,000.0 100 days 4 300 200 10 2,500 37,000 7,000,000,000 14 days 5 330 20 2011 2,700 0 42,000 8,000,000 14 Total days: 20,000,000,000,000 people's first day reached over 4,000 (Jorge Yao) used an all-dragon army to do so. He used 4 Lightning Spells as support, one to take Clan Castle's troops and the rest to destroy an air defense. This was his way to ensure 50% damage practically each he was attacked in order to become the top player and achieve this wonderful feat. You can have a maximum of 12 Dragons in a complete set on army camping fully upgraded. This number increases to 13 if you include the 1 that can fit in a level 3 or higher Clan Castle. The Dragon bow was given a component of moving damages as of the March 12, 2013 update, making them much more powerful against the group of soil troops. The Dragon received new art as of 23 May 2013 update; The new dragon welcomes forelegs along with a small line of spikes down its neck and back. This new watch is often triggering among fellow players who one looks 'the best', along with the P.K. A. Dragon having a pair of paws and fire in his mouth since the 23 May 2013 update. The appearance has also been changed to a robotic-like creature. The shadow of a dragon is oval, not dragon-shaped. The over-death dragon skeleton is human-shaped. The dragon is one of only two troops to have different appearance at every level (along with P.K.A). The Dragon is one of only two troops in which the picture of the Barracks looks like an upgraded troop, the other being the Wall Breaker. The Dragon is one of five troops when (along with the Healer, the Minion, the Lava Hound and the Lava Pup) who never stop the floppy wing, as they may not have been. Level 3 and 4 Dragons have a very thin see-through line going to the base of the wing. However, this is steering remarkable. Dragons don't attack Wall, but they can deal with damage if indirectly attacked. (Shooting at Clan Castle troops on a wall, etc.) The January 2013 update added Black Elixir, which declares that this resource has been formed on Aeon from fossilized Black Dragon (i.e. then-max level 3 Dragon) bones. However, there is no level of Dragon to receive training or upgraded using Black Elixir. Dragon Level 5 Featured Art . . If you get an error, highlight it and press Shift + Enter or click here to inform us. in: Elixir troops, Air Troops View Source View comments shared might be of the dragons known to all over the country. This fear of heaven feels no mercy and nothing will escape its huge fire. Level 1 Level 3 Level 4 Level 5 Level 6 Level 7 Level 8 Dragon's Summary is a flying pair unit capable of attacking both soil and air units. Similar to the Wizard, dragon's attacks are arranged and contract damage broken. A dragon does short-range splash damage when it attacks. This can only be noticed when used against Clan Castle troupe with the walls or when attacking the skeleton in the skeleton traps. Dragons are no preferred target when attacked; they will simply attack the nearest building. However, once they become aware of enemy troops Clan Castle, Heroes, or Skeleton Trap skeleton (either by being attacked themselves or when they were near another friendly troop under attack), they buildings already targeted and instead engaged enemy troops. Once all enemy troops nearby are defeated, Dragons will continue to attack the closest structure. Offending strategies most Dragons strategies involve taking out as much air defense as possible with other units (Barbs, Giants, etc.) or Lightning Spells, as they are a significant threat to this powerful unit. The spelling roared with the dragons like bread and butter. Dragons are slow but dealing with high damage by attack, so using a pi-dragon army and Spell Rage can be effective. Since dragons are unity then also saved the time of them moving to Wall significantly. Try to spread the dragons on the edge of the base, as they will converge in the middle of the battle when you've arrived at the center of the base. Then set a Spell of Rage for mass destruction. Be warned however, as this strategy consumes loads of elixir. A powerful, but costly, strategy for Town Hall 7 and Town Hall 8 players (especially for Clan War) use a combination of Dragons and Balloons. Dragons can air Defense Tanks and Towers Wizard while Balloons target the Defenceless Buildings. Which spell brings ultimately depending on the layout of the defending base – An attacker should have a plan to destroy every air defense as quickly as possible, whether involving extra Balloons, Spell Lightning, Spell Earthquake, Spell Healing, or Spelling Rage. Dragons are mostly used to getting the Trophies and Jay off, as high prices aren't making them big candidates for elixir raiding Elixir, but strategic planning makes them easier to win battles. In City Hall 8, some careful opponents can harm their bundles alongside air defenses together, allowing them to be taken in lightning spell and earthquakes. If they have a lot of resources, a dragon raid is usually the best option as they can devastate all the bases once their air defense takes out. Using radical Dragon Mass One should be careful in buildings in their corners because their relatively slow speed doesn't make it great for moving around in corner corners. To prevent this, attackers should carry some Barbarian or Minyon or save the Barbarian King to take lone buildings from their corners; it might mean the difference between a 99%2-star and a 100-star raid. A Level 4 Clan Castle can hold a Haste Spelling that can be used to speed up the Dragons if time is at short, though quicker are better used for a front attack. Some opponents may also put a Tesla rumble nearby. In this case, one will simply use the Barbarian Kings. It is also possible to put the dragons in one of the corner buildings, then allow them to break ravages inside the base. The Dragons will attack the Barbarian King and Clan Castle troops who cannot target air units if these troops are the closest target, despite the lack of anti-air capabilities. Let Us as these troops can distract your dragons from attacking other targets that threaten more, wasting time. If the Barbarian King doesn't move near their defence, one can simply avoid deploying Dragons near him and use a session instead. However, it is not recommended to savirify a dragon all for this. Dragons' defensive strategy is one of the most powerful troops in the game, and as such can be difficult to defend against them. Several high-level Air Defenses are critical to success against Dragons. As a City Hall 8 player, keeping your air defense semi-spread while protecting them with Storage and other high-building hitpoint is the key to preventing most 3-star attacks using dragons. If Air Defenses are too close together, a Spell Single Rage applied to a dragon clusters can quickly dry out all three. Also, if two are set close enough, an earthquake + 3 Lightning Spells can destroy both. Dragons are wonderful Clan Castle troops. As a flying unit, the Dragon completely immunity to attacks from most ground troops, and its splash damage ability makes it especially suited to destroy Barbarian groups and Goblins. His high health also helps him survive attacks from even multiple Archers or Wizard (although a large group of either will usually be enough to destroy the Dragon). However, you can use your archive spreads and wizard in a semi or all circles around the dragon. This exploited the fact that dragons have a slow hit speed. Alternatively, a Dragon Army can easily overwhelming a single dragon. At higher levels, dragons may not do enough damage to dry or kill any troops, so it is best you choose a different troop. However, they may still serve as one, but you may need to back it up with other troops. The Air Sweeper can cancel dragons for a very long time. Protect them and cover their air defenses and fix them for maximum efficiency. However, make sure that someone is unable to put a Lightning and destroys both an air defense and an air sweep, or it is worth extra and useless. Upgrade Dragon Differences are undergoing significant visual changes at all levels. Initially, the Dragon has green colored green colored green with black eyes. In level 2, dragon's skin turns from green to violet, matching his image in the barracks. His eyes also turned violet. At level 3, the Dragon Skin changes again in green-brown green. At level 4, the Dragon Skin turns a deep melting; as part of the update ad, Supercell refers to it as the new Dragon Ex Red. Her eyes also begin to flame out. At level 5, Dragon's skin turns into a black-crime beverage color. He also finds gold horns near the back of his head and spikes on his back. Its wings also get bigger. At level 6, Dragon's skin turns black crimes into color. White wings take on a red shade. At level 7, dragon's skin turns completely red in color. 19 in the heart also begins to flame. At level 8, Dragon's skin turns into a more mawoon kind of color. The spikes on its neck turn look like bone-like material. Trivia's first person to reach more than 4,000 trophies (Jorge Yao) used an All-Dragon army to do so. He used 4 Lightning Spells as support, one to take Clan Castle's troops and the rest to destroy an air defense. This was his way to ensure 50% damage practically every time he attacked in order to become the top player and achieve this amazing feat. You can have a maximum of 15 Dragons in a complete set on army camping fully upgraded. This number increases to 17 if you include the 2 that can fit in a level 8 or higher Clan Castle. On the battlefield, you can script another Dragon 3 with three level 2 or higher Clone Spell. The violet dragon icon shown in Kazen are actually a Level 2 Dragon. The dragons shift to their green violet after upgrading to Level 2, matching its image to the barracks. The Dragon bow was given a component of moving damages as of the March 12, 2013 update, making them much more powerful against the group of soil troops. The Dragon received new art as of 23 May 2013 update; The new dragon welcomes forelegs along with a small line of spikes down its neck and back. This new watch is often triggering among fellow players who one looks 'the best', along with the P.K. A. Dragon having a pair of paws and fire in his mouth since the 23 May 2013 update. The shadow of a dragon is oval, not dragon-shaped. The over-death dragon skeleton is human-shaped. The Dragon is one of only two troops in which the picture of the Barracks looks like an upgraded troop, the other being the Wall Breaker. Level 3 and 4 Dragons have a very thin see-through line going to the base of the wing. However, this is steering remarkable. Dragons don't attack the walls, but they can deal with them if indirectly attacked (for example, if it attacks Clan Castle troops on a wall). The January 2013 update added Black Elixir, which stated that this resource formed on eon from fossilized Black Dragon (then-maxed level 3 Dragon) bones. However, training or upgrade Dragons has never involved in Black Elixir. This is most likely a benchmark on oil, a fossil fuel because the Towers Inferno have walked by them. An event lasted from 29/15 to 5/2/15, during which the dragon's training speed was 5 times faster, along with the Barbarian. The dragons, along with the Yeti and Headhunter, are the only troops in the on-air game of Clash Royale. Picturer Target Attack Type Movement Space Speed Attack Speed Barrack Level Mandatory Range No Splash Area 0.3 Tile Ray (Terrain & Terrain) Le) 20 16 1.25s 93 level heading da Damage for every second damage to each attack Hitpoints Training Cost Research Cost Research Time Lab Requires 1 140 175 1,900 10,000 N / A 160 260 200 12,000 2,000,000 4d 5 3 180 25 25 2,300 14,000 2,750,000 5d 6 4 210 262.5e 2,600 16,000 4,500,000 6d 7 5 240 300 3,100 18,000 6,500,000 7d 8 6 270 3 37.5 3,400 20,000 9,000,000 100 9 7 310 387.5 3,900 22,000 11,000 14 10 8 330 412 5 4,200 24,000 15,000,000 16d 11 Air Troop Elixir troops available under CC-BY-SA unless noted. noted.